mappings of input messages against corresponding commands, the user profile useable with more than one of the plurality of application programs.

32. The set of interface profiles as recited in claim **31**, wherein at least one of the corresponding commands contained in the user profile overrides at least one of the corresponding commands contained in the plurality of application profiles.

33. The set of interface profiles as recited in claim **31**, wherein at least one of the corresponding commands contained in the user profile is a default instruction which is sent only when the application profile of the application program which owns the first window has no corresponding command to the input message.

34. The set of interface profiles as recited in claim **32**, wherein the interface profiles further comprise a user profile for each user authorized to utilize the computer system.

35. The set of interface profiles as recited in claim **29**, wherein the interface profiles contain mappings of touch input messages against corresponding mouse commands.

36. The set of interface profiles as recited in claim **29**, wherein the interface profiles also contain mappings of touch input gesture tokens against corresponding commands, the touch input gesture tokens representing a series of points drawn by a user on an input surface detected by a touch input device.

37. A method of operating a computer system with an integrated operating environment and an operating system capable of running a plurality of application programs simultaneously only one of which is active at a given time by the use of an advanced user interface, the computer system having a central processor, a random access memory, a display and at least one input device which transmits input signals to the advanced user interface, comprising the steps of:

determining which one of the application programs owns a first window in which a key feature of a gesture was made by a pointing device;

fining a corresponding command to the input message representative of the input signals in a set of interface profiles for the application program which owns the first window interface profiles comprising mappings of the input messages against corresponding commands; and,

sending the corresponding command to an appropriate computer module in the random access memory;

the computer system performing a given action in response to user actions different from those user actions for which the owning application program was originally written without change to the owning application program.

38. The method of operating a computer system as recited in claim **37** which further comprises the steps of:

receiving the input signals transmitted from the input device in response to actions performed by a user; and,

translating the input signals into input messages.

39. The method of operating a computer system as recited in claim **37** wherein the input device is a touch input device, and the interface profiles contain mappings of touch input messages against corresponding mouse commands.

40. The method of operating a computer system as recited in claim **39**, wherein the interface profiles also contain mappings of touch input gesture tokens against corresponding commands, the touch input gesture tokens representing a series of points drawn by a user on an input surface detected by a touch input device.

41. The method of operating a computer system as recited in claim **37**, wherein the finding step comprises the steps of:

finding a corresponding command to the input messages in an application profile for the application which owns the first window;

finding a corresponding command to the input messages in a user profile for the user operating the computer system; and,

determining which corresponding command has higher priority.

42. The method of operating a computer system as recited in claim **37**, wherein the corresponding command is sent to the active application program.

43. The method of operating a computer system as recited in claim **37**, wherein the corresponding command is sent to a utilities module of the advanced user interface.

44. A method of operating a computer system with an integrated operating environment and an operating system capable of running a plurality of application programs simultaneously only one of which is active at a given time by the use of an advanced user interface, comprising the steps of:

receiving input signals transmitted from at least one input device in response to actions performed by a user;

translating the input signals into an input message compatible with the integrated operating environment;

intercepting the compatible input message before receipt by an application program;

determining whether the compatible input message is a true input message;

determining which one of the application programs owns a first window in which a key feature of a gesture was made;

finding a corresponding command to the true input message in a set of interface profiles for the active application program which owns the first window, the interface profiles comprising mappings of the true input messages against corresponding commands; and,

sending the corresponding command to an appropriate computer module in the random access memory;

the computer system performing a given action in response to user actions different from those user actions for which the owning application program was originally written without change to the owning application program.

45. The method of operating a computer system as recited in claim **42** which further comprises the step of sending the true input message to the application which owns the first window and wherein only responsive to a message that the application which owns the first window did not understand the true input message performing the finding and sending steps.

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